Montezuma's Revenge

Needed: Double Six Domino Set

Players: 1

First, the Double Blank and the Double Six are removed from the Domino pile. The Double Blank represents Cortes, and the Double Six is Montezuma. The rest of the Dominoes are turned upside down and shuffled, then arranged in a pyramid shape. the bottom row having 9 tiles, then 7, then 5, then 3. There will be two Dominoes left over *face down*, these are Cortes' Captains and will be left face down and hidden, they must be played strategically to help the player. Montezuma is set at the top of the pyramid, face up. The objective of the player is to eliminate as many Dominoes in the pyramid as possible before the final showdown between Montezuma and Cortes.

The player will begin the first phase and turn tiles face up, one at a time, and stop when they uncover a double Domino. From there, they will attempt to eliminate Dominoes by putting together pieces whose sum total of all pips equal to 12. They can combine as many pieces as possible to reach 12, so long as their cumulative value does not exceed it (for example, combining a 2-5 and a 0-5 = 12 eliminates two pieces, and combining 1-2, 1-6, 1-1 = 12 eliminating three, but combining 1-2, 1-6, and 2-2 = 13 and exceeds this amount and this combination cannot be done). All pieces eliminated are taken from the pyramid and put to the side into the elimination pile, but all pieces the player fails to eliminate are given to Montezuma. Once all possible actions have been done, the player can remove the pieces from the elimination pile and discard them. If a Double is discovered alone, it is automatically eliminated.

When a player uncovers a Double Domino and they cannot match all revealed tiles, they can instead choose to reveal one of their two captains. If the sum of their pips on their captain is greater than the sum of the pips of the double Domino currently face up, they immediately eliminate all currently revealed Dominoes and all face up tiles are discarded. If the sum of the pips on their revealed captain is less, Montezuma immediately takes all revealed dominoes from that round (minus the captain who always is discarded after use), even if they could've solved and were in the elimination pile. Should the player still have a captain after all Double Dominoes are revealed, their captain can be played against the highest pip value revealed in that round, following the same rules. If either of the player's captains are a Double Domino, the player will treat it the same as if it wasn't, simply using the sum total. If Pip values are equal, the victory goes to the Captain

This process is repeated until all Dominoes are either eliminated or set to Montezuma's side.

From there the final showdown (second phase) begins, and will be more or less difficult depending on how well the player matched Domino pieces. Montezuma's allied tiles the player could not eliminate will be laid down lengthwise end to end, and he (the Double-Six) will be stood upwards on top of the black dividing line (between pips) of the last piece, Cortes will be placed on the end of the other side, standing upright and sideways (perpendicular in angle to Montezuma). Neither piece should be flat, but rather stood tall. The Player must successfully flick Cortes into Montezuma, knocking him over and winning the game, otherwise he loses. The difficulty of this task is in the length of the bridge between the two, the shorter it is the easier Montezuma will be defeated. Cortes will need luck, judgment of when to use his captains, and skill in flicking in order to beat Montezuma and win.
Mercy Rule: if the number of surviving pieces on Montezuma's side is 13+, Cortes automatically loses the game.

Notes on Strategy

1) Pay attention to tiles that have been revealed, and consider your odds when playing your captains. A 5-5 Double will only be beaten by a 5-6 Captain Tile, and if all Doubles have been eliminated and the 5-6 tile is what your captain will have to beat, you will never win against that piece. A double of 1-1 or 2-2 gives you a very solid chance of having a Captain that beats them. The ideal round is a large amount of non-double tiles revealed, followed by a 1-1 or 1-2.

2) Make your eliminations first before deciding whether or not to use a captain. It may turn out that you will only have 1 or 2 pieces left over unable to be eliminated, but you were able to remove 6 or more tiles. If you use your captain now, you can take another 2 pieces from Montezuma, but if you lose he will gain 8 tiles total.

3) Be cognizant of how many tiles are stacking up for Montezuma. After 7 tiles the final showdown will become more difficult exponentially. If you can afford to lose 2 or 3 tiles to him, it may be better to save your captain for a different time.

4) When shooting Cortes at Montezuma, keep your finger close and hit just below the center line for a solid shot.

Phase 1

Phase 2

Victory is entirely dependent on the player if he can keep Montezuma's pile under 12 tiles and make it to the final showdown. A very good game can be lost at the showdown, and a very bad one can be won.